

IMPASSABLE

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Impassable is a colorful journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343.

GAME OPENINGS

There are still plenty of openings (sigh) for regular Diplomacy games in Impassable. Write for free Game Application Form which must be filled out in order that we have the necessary information. There are games open to all, and there are games restricted to beginners. Beginners must purchase their copy of the house rules prior to entering a game. House Rules costs .15¢ which will be deducted from the first game fee. Game Fee for all is \$5. There are no discounts at the moment--this is presently being studied for discounting those who are members of the DipOrg.

In the future, there will probably be a few variant games, but these will be announced when Impassable will attempt them.

SUBSCRIPTIONS

The special sub rate of 6 issues (max.) for .50¢ expires April 30, 1972. After April 30, the sub rate will be 6/\$1 for any length of sub. Hurry, hurry before the sub rate goes up, and take advantage of the tremendous savings.

Asparagus hollandaise--ugh! choke! gulp!

INSIDE THIS ISSUE

| | Page |
|--|------|
| The Game Of Anonymity--Game 1972Fcy | 2 |
| New Phone Hours | 2 |
| A Plea For Stand-bys | 2 |
| Plugs, Plugs | 2 |
| A Reprint Article, The Convoyed Attack | 3-4 |
| A Circulation War!?? | 4 |
| The Great Debate | 5 |
| The Orphan Game | 5 |
| Impassable's Address Codes | 6 |
| The DipOrg Elections | 6 |
| Replies To The Forum Question #1 | 7-8 |
| Forum Question #2 | 8 |
| The Solution To Puzzle #3 | 8 |
| The Name Of The Game Is... | |
| by Douglas Beyerlein | 9 |
| The Perils of Publishing! | 9 |
| Oops! I Goofed In #2 | 10 |
| Progress Report On New Games | 10 |
| Impassable's Policies | 10 |

Plus various jokes, famous quotes, etc.

We hope that the readers will enjoy the above new feature. We just might continue making up a table of contents if there is a demand for it.

Page 1

Impassable
117 Garland Drive
Carlisle, PA 17013



TO: Mr. Conrad Von Metake (C) (T?)
P.O. Box 8342
San Diego, CA 92102

FIRST CLASS MAIL

FIRST CLASS MAIL

THE GAME OF ANONYMITY--Game 1972Fcy

The Game of Anonymity, formerly Game AF1, has now received its official designation from Lewis Pulsipher, 321A Twin Towers, Albion, MI 49224. The new name is Game 1972Fcy (in case you didn't read the title). Now that we have your designation, let us go on to the moves and propaganda for Spring, 1901.

WAR! NO COUNTRY TRUSTS ANOTHER!

England: F Edi-Nth, F Lon-Eng, A Lvp-Edi;
 France: A Paris-Bur, F Bre-Eng, A Mar-Spa;
 Italy: A Ven-Pie, A Rom-Ven, F Nap-Ion;
 Germany: F Kie-Den, A Ber-Kie, A Mun-Bur;
 Austria: F Tri-Alb, A Bud-Ser, A Vie-Gal;
 Russia: F StP (SC)-Bot, A War-Gal,
 A Mos-Ukr, F Sev-Bla;
 Turkey: A Con-Bul, F Ank-Bla, A Smy-Con.

Budapest--We are hoping beyond all hopes, that Italy has accepted our offer of friendship. We ask them to keep Tyrolia neutral.
England--We have taken the precaution of securing the English Channel. We didn't want it renamed the French Channel. We would like Germany to be our allies, that is, if Germany is not making the wrong moves.
Germany--Who heard of a pink panther? The French are our chosen enemies. Beware, we will turn your cheeks!
Paris--The Pink Panther from Paris has struck in Burgundy for the prosperity of all Frenchmen. We are hoping that the English will not fear our move into the Channel as we will be supporting ourselves into Belgium. Does your Queen Victoria have her glasses?
Rome--We want friendship from Austria, but we were forced to play defensively. If Austria moved East, we will move South.
St. Petersburg, Spring 1901--It has been a long winter, but we are confident of our victories against the treacherous enemies of the Russian Empire. We are offering a peace pact to England: You take Norway, we take Sweden and no buildup of forces in the North. How about it?
Turkey--We didn't trust the Russians, and we were probably right. We will ask Austria to consider an alliance against Russia.
NSG--I predict that we all will tear Austria apart, and that England will lose to Germany and France.
NSG--The Pink Panther from Paris will fall flat over his pink paws. Purrrr.
Impassable--Well done fellas, now we will

have to see who will trust whom in this treacherous game. A couple of treaties for alliances may establish something, but I'm willing to bet there is more than what meets the eye.

The anonymity game now has three stand-bys. We have added a stand-by "C" who has asked to be put on the list. The order for the three is now: A,B,C with A getting the first chance to fill in. However, whenever we call for replacement moves, we would like all stand-bys to submit moves in the event others may forget. So, don't forget to send your moves when asked for. More stand-bys are needed for this game.
DEADLINE FOR FALL, 1901 moves (no retreats) is May 10, 1972, at noon.

NEW PHONE HOURS

I am now working at night, so please try to call on the weekends. If you can't call on the weekends after 7:00 p.m., try 12:15 a.m. to 1:00 a.m. during the weeknights, or in the mornings-afternoons from 10:00 a.m. to 3:00 p.m. during the weekdays.

PHONE: (717) 249-1343

A PLEA FOR STAND-BYS

Replacement players will be needed for all of our games--the anonymity game, the orphan game, and our new regular games. So, don't forget--Impassable needs more stand-bys for all games.

PLUGS, PLUGS

Impassable is more than happy to announce openings in other zines, but we want to be correct in information, so please write to us for plugs. We have a plug for: JASTRZAB, published by Stan Wrobel, 7 Poland Village Blvd., Poland, OH 44514. It is a very creative effort, and I recommend it, especially for those who like Polish jokes. There are openings in the second and third regular games. Game Fee is \$4.00, and the House Rules are available upon request. But, when registering for a game, send only your country preferences. Game Fees are paid when the roster fills up. Subs are 10/\$1.50 which is a bargain.

Next issue, we will have a plug list of all the zines we get plus what we can find out about. Send in your plugs!

JOKE: The happiest man we can think of is a vegetarian looking at the prices in the meat market.

A REPRINT ARTICLE

The following article is a reprint from Issue #65 of Erehwon, March 1, 1972. It was the first half of a letter sent to Rod Walker, of Erehwon, in reply to a written desire of his to know how Mr. Calhamer stood on the new Rulebook. As was the case, there had been a considerable amount of speculation and thinking on the convoy rules of the new Rulebook. In issues 47 through 50 of Atlantis, published by the Schleichers, a debate was started by a "discovery" of a paradox by John Beshara. In the ensuing literary battles, it was clear that there were many views concerning the correct interpretation of the new Rulebook on the convoy moves. Myself, Chris Schleicher, Andy Phillips, Rod Walker, and John Beshara all had something different to say about the convoy rules. However, the letter by Mr. Calhamer to Rod Walker represents the views of the author of the new Rulebook. As such, his viewpoints would be the most valid interpretations of the new Rulebook's rules. May I say that I am happy to know that I have come to the same conclusions as the author, Mr. Calhamer. I had the audacity to claim myself as a defender of the new Rulebook, and was relieved to find that I was fortunate to be in agreement with the author.

Much has been written on the convoy rules, but I feel that Mr. Calhamer, in his letter to Rod Walker, has come to the point simply and directly without the confusions I have added in my own interpretations. Thus, for the benefit of the readers, Impassable presents a reprint of Mr. Calhamer's letter (first half) as published in Rod Walker's Erehwon, #65, March 1, 1972. Included were changes made by Rod of which there were two: Rod underlined those orders which Mr. Calhamer had interpreted as failing, and added /r/ to those units which had to retreat. Impassable, however, is excluding those statements which Mr. Walker inserted in the letter to exemplify "his" viewpoints in contrast to those of Mr. Calhamer. The following, then, is Mr. Calhamer's letter, "The Convoyed Attack":

THE CONVOYED ATTACK

by Allan B. Calhamer

Let me say first of all that I do not believe, as you say, that "the Rulebook now implies that the convoyed attack is coming from the direction of the last convoying fleet." I have been thinking that direction

of the convoyed attack is irrelevant under the new rulebook.

Also I do not desire to give "great flexibility and tactical force to the convoy order." I think World War I represented just about the nadir of amphibious warfare. World War II represented something of a peak. Furthermore, we had some experience in our original group with more highly tactical versions of Diplomacy and did not like them, because players paid too much attention to tactics, and tried to achieve everything tactically, and didn't pay much attention to the diplomacy.

As for your examples:

1. ENGLAND: A Edi-Hol, F Nth C A Edi-Hol, A Bel S A Edi-Hol, F Eng S F Nth;
GERMANY: F Hol-Nth/r/, F Den S F Hol-Nth.

The fleet in Holland is just backed up because it couldn't enter Nth with one support when Nth had one support. Since it is just a piece that was prevented from moving, the Army Edi hits it with one support and drives it out.

2. ENGLAND: A Lon-Bel, F Eng C A Lon-Bel/r/, F Nth S A Lon-Bel; FRANCE: F Bel-Eng, F Bre S F Bel-Eng.

Here the supported attacker just drives out the convoying fleet; and since the fleet is dislodged, the convoy does not succeed. Rule XII.5 is irrelevant because F Bel is attacking, not supporting. If F Bel were the supporting fleet, however, the result would be the same, due to the operation of Rule XII.5.

I think the point here is that when F Bel is the supporter there is a question whether F Eng is dislodged or not, which question is answered by XII.5. But where F Bel is the attacker there is no question that the dislodgement takes place, even if you allow the move A Lon-Bel. But if the dislodgement takes place, the move A Lon-Bel does not take place. If a convoying fleet is dislodged, the convoy fails, in all cases, so far as I know, and this one point has not been questioned before.

3. ENGLAND: A Edi-Hol, F Nth C A Edi-Hol, A Bel S A Edi-Hol, F Eng S F Nth;
GERMANY: F Den-Nth, F Hol S F Den-Nth/r/.
I think the support of F Hol is not cut, due to Rule XII.5, but the result is the same either way. To this extent, it appears that XII.5 is an exception to X.

4. FRANCE: A Bre-NAF, F Mid C A Bre-NAF/r/, F Wes & F Tun S A Bre-NAF; ITALY: F Spa (SC)-Mid, F NAF S F Spa(SC)-Mid.

The convoy fails because of Rule XII.5.

(continued next page)

5. Same as 4, except F Wes C A Bre-NAf.

The convoy fails due to Rule XII.5. This case is no problem unless you are still employing the concept of the direction of the attack.

So far as I can see, the only real problem is 3, because it is necessary to treat XII.5 as overriding X. I think this construction would be understood because XII.5 is more specific than X and comes afterward, but I agree that I would like it better if XII.5 were specified in the rules as overriding X.

The more I think of this the more I think it isn't "necessary to treat XII.5 as overriding X" because the result is the same either way. The only thing really wrong is that XII.5 should have the words "by the convoying army" added, which is fairly obvious and not relevant to the above. (End) Impassable--Rod wrote a small paragraph in which he summarized what he thought Mr. Calhamer had been saying in the letter. Rod called it the "Calhamer Rule": "If a given fleet is engaged in convoying an army ordered to attack a given space, and if a fleet located in that space attacks the space occupied by the convoying fleet (or supports an attack on that space), the convoying fleet is dislodged, and the convoy disrupted, if the attack on its space has more valid (uncut) supports than the convoying fleet has valid supports for holding in place."

Thanks, Rod, for putting it so clearly, but I still think that with careful reasoning and reading, the new Rulebook is clear on the convoy rules. I think, though, it has been easier for me to reach the right interpretations when I have not been influenced by the knowledge of Brannan's Rule. I, myself, have stated in Atlantis that Rule XII.5 was an extension of X, and when Mr. Calhamer says that the results would still be the same regardless of XII.5, we can only come to the conclusion that XII.5 is the application of X to certain convoy situations which otherwise might be confusing in being adjudicated. Example 13 in the new Rulebook bears out our reasoning.

EXAMPLE 13. France: A Spa-Nap, F Lyo C A Spa-Nap, F Tyr C A Spa-Nap; Italy: F Ion-Tyr, F Nap S F Ion-Tyr. The French fleet in the Tyrrhenian Sea is forced to retreat. Let us quote the following sentence in the Rulebook: "Without this rule, France could argue that the army cut the support of the fleet in Naples thus protecting the convoying fleet from dislodgment, while Italy could argue that dislodgment of the fleet disrupted the convoy so that the army could not arrive at Naples to cut the support."

In an otherwise confusing situation which some might rule as a standoff, the new Rulebook clearly determines the winner in the manner so clearly stated by Rod Walker in his "Calhamer Rule." Example 13 rules on those cases when the convoying fleet, under a supported attack, has no support in place against dislodgment. It is to clear a point that the attack of the army to be convoyed does not serve as a support of the convoying fleet by cutting the support of the dislodging attack. This is the rule, and regardless of the "logic" behind it, it is to be obeyed. It is clear and decisive, which should be enough for everyone. Yet, there is a "logic" behind the rule: the army is being convoyed by a fleet which, if dislodged or "defeated," cannot "deliver" the army. The men on the ships have always been at the mercy of the ship, so in this game. The army cannot "save the day" if it can't get there to do battle.

One more point. Most arguments center on the pivotal fleet under attack by the convoy--whether its support is cut or not, or if it is the attacking fleet, whether it succeeds in dislodging the convoying fleet. Many people refer to Brannan's Rule in adjudicating these positions. The truth of the matter is that it doesn't matter whether the convoy is attacking the supporting fleet or the attacking fleet, the army cannot do a thing to prevent its convoying fleet from being disrupted.

I hope that the reprint plus my clumsy additional arguments may help to clear any doubts in Impassable's players and readers as to how the new Rulebook adjudicates the convoy moves, and to reaffirm my position that the new Rulebook is clear and precise enough on the convoy rules.

A CIRCULATION WAR!??

Impassable is throwing its hat into the ring for circulation leadership. Issue #2 went to 110 people with extra copies from a second run having gone to members in the DipOrg as part of my campaign for Editor. The initial run for Impassable #3 is set for 100, and 100 people will receive a copy. To be truthful, the 100 represents the total distribution while the actual valid circulation is only 37 if you count only the players, subbers, and traders. From the figures, it is obvious that Impassable is waging a very extensive advertisement campaign. Watch out you "hares," the "turtle" is coming!

THE GREAT DEBATE

Some of you are already familiar with the various sides in the Great Debate over the convoy rules in the new Rulebook. What Impassable would like to do is to discriminate and define the different "camps" of thoughts. This editor has discussed this point with Rod Walker, and although we have agreed to allow each other our "differences of opinions," we did not reach any common definitions of the various viewpoints. I, for one, do not admit to know of all the viewpoints now current on the new Rulebook, but I will venture to say that there are others besides myself who feel that the new Rulebook is clear throughout--including the convoy rules. Thus, I hereby dub our position as the "Defenders of the Rulebook." I cannot speak for Rod and his position, but I would call it, "Brannan's Rule to the Hilt." I know that the title is not very dignified, and Rod may have a better name for his position. Does anyone care to step forward with his ideas and name his stand?

Impassable will be open for the expressed purposes of delineating and defining the various positions on the new Rulebook. We hope, eventually, to clear up the Great Debate by first making it clear where everybody stands.

THE ORPHAN GAME

Last issue, I mentioned very briefly that I was in the process of obtaining an orphan game. Impassable is now proud to announce the formal acquisition of Game 1970BJ, formerly gamesmastered by Buddy Tretick of La Guerre.

However, as soon as I mailed a special edition of Impassable to the players of the orphan game, I found out from Andy Phillips, that an error has occurred in the process of restarting the game. It was planned to restart the game with the Spring, 1902 moves, but a sheet by Tretick has been found with the Spring, 1902 moves. Before this big discovery, I had no idea, either from Rod Walker, or from the players themselves, whether the Spring, 1902 moves had been made. Thus, we are now faced with a problem.

To help clarify the situation, I will call the discovered moves the "old" Spring moves, and the Spring moves due April 26, 1972, the "new" moves. Now, I will have to call for a vote from the four original players (Counselman, Inzer, Tretick, and Gutierrez) on whether to use the old moves or the new moves. The deadline for the

votes is May 10, 1972, the same as the deadline for retreats for both the old moves and any required for the new moves which are still due on the 26th of April.

In the event of a tie, I will break the tie in favor of the new moves. The following moves are those which were discovered by Andy Phillips on a Tretick La Guerre issue dated April 18, 1971, and which he was kind enough to send to me: Spring, 1902 "old" moves--

England: F Nth S A Nwy, A Nwy H, F Mid-Eng, F Lvp-Nat;

France: A Por S F Mar-Spa(SC), F Mar-Spa(SC), A Bre-Pic, F Nat-Mid;

Italy: A Ven-Pic, A Rom-Ven, F Nap-Tyr, F Tun-Wes;

Germany: A Kie-Ruh, A Bel-Pic, F Hol-Hel, A Den H, F Ber-Bal, A Mun-Bur;

Austria: A Bud S Rus F Rum H/nso/, F Ion-Aeg, A Tri H, A Ser S A Gre-Bul, A Gre-Bul;

Russia: A StP S F Swe-Nwy, F Swe-Nwy, F Sev S F Rum-Bla, F Rum-Bla, A Arm-Ank, A Ukr-Rum;

Turkey: F Bla S A Bul-Rum/r/, A Bul-Rum/r/, A Ank S A Con-Smy, A Con-Smy.

Turkey has two units which can only retreat to Constantinople. One unit must be disbanded in order to allow the other to retreat. I am asking Mike Gutierrez to send in his retreat orders for the old moves for the May 10th deadline. A special edition will go out with the new moves and any required retreats will be called for May 10, 1972.

So, this is what we are going to do, fellas. Send in your new moves for April 26, and the retreats will be due on May 10, 1972. Also, the retreats for Turkey in the old moves, along with the votes will be due on May the 10th. In addition, I will need your phone numbers as soon as possible. With your cooperation, we shall be able to have your Fall, 1902 moves due May 31, 1972. Good luck to all in Game 1970BJ!

DIPCON VI will be held in Chicago, July 22-23, 1972. Len Lakofka is in charge, and you can write him for more information. Impassable will publish later on DIPCON VI.

A JOKE

There are those who claim we don't have too much inflation in this great and wondrous nation. Yeah? Well, if that's so, how come a hot dog that I used to buy complete with mustard and pickle now costs a nickel for the pickle?

IMPASSABLE'S ADDRESS CODES

In case the readers were wondering what the letters and numbers meant, we will now give the following code letters, numbers, and their explanations:

(T)--This means you are a trader. Traders are now getting everything we are publishing for one of their zine publications.

(S)--This means you are a subscriber, and the number which follows indicate the last issue on your sub.

(C)--This means that you are getting the issue free as a contributor, if you are either a subscriber or player.

(I)--Copies are sent to those who have inquired about game openings, but this is limited.

(P)--This means that you are a paid player with free copies until your game is over.

(A)--This means that you are getting a free copy for advertisement purposes.

(F)--This means you are getting a free copy for complimentary purposes.

Some people may not notice any differences between A and F, but there is enough for me to warrant different letters. Some F's are permanent while A's are never permanent.

THE DIPORG ELECTIONS

The DipOrg elections are now underway and the votes are due May 1, 1972. There were several candidates for some offices, while others were unopposed. The following, then, is the list initially sent to all members. Now, I understand that there are some changes to be made. The ones that I know of are indicated by an asterick with the information below the article.

1. For President--
Lawrence Peery, California
2. For Vice-President/Treasurer--
Robert Johnson, New Jersey*
Dale Price, Ohio
Conrad Von Metzke, California*
3. For Regional Secretaries--
Atlantic Region--
Stephen Nozik, New York
Central Region--
Lenard Lakofka, Illinois
Mark Weidmark, Ontario, Canada
Pacific Region--
John Biehl, B.C., Canada
4. For Ombudsman--
Douglas Beyerlein, Washington
Edi Birsan, New York
Walter Buchanan, Indiana*
5. For Editor--
John Boyer, Pennsylvania

5. For Editor, continued--

Payton Turpin, California

6. For At Large Council Members (2)--

Stephen Bell, North Carolina

Robert De Jonghe, Florida

Eric Just, Oklahoma

Elliot Lipson, Colorado

Gilbert Phillips, Tennessee

Ed Rack, Ontario, Canada

Rod Walker, California

California, being the hotbed for postal Diplomacy, led the list with four sons as candidates. New York and Ontario also had two sons in the running.

A copy of the membership list came with the ballot forms, and there were over 60 names--not bad for a new organization. Many members are new players, thus insuring a strong voice for helping the newcomers.

Overall, the DipOrg is off on the right foot, and with a smooth election of the officers, a bright future is in the offing.

*Several candidates not listed are running for the offices, others listed above are either not running or are running for a different office. They are:

Walter Buchanan--running for V.P., not for Ombudsman.

Conrad Von Metzke--not running for any office.

Robert Johnson--running for Atlantic Region Secretary, not running for V.President.

There will probably be more changes, but we will announce the eventual winners of the DipOrg elections.--Impassable

FAMOUS QUOTES

Nations and empires flourish and decay,
By turns command, and in their turns obey.
--Ovid

Westward the course of empire takes its way,
The four first acts already past,
A fifth shall close the drama with the day;
Time's noblest offspring is the last.
--Bishop Berkeley

Ability wins us the esteem of the true men;
luck that of the people.
--La Rochefoucauld

It is best to hope only for things possible
and probable; he that hopes too much shall
deceive himself at last; especially if his
industry does not go along with his hopes;
for hope without action is a barren undoer.
--Feltham

Coming up in Impassable! Chopin, Part I

REPLIES TO THE FORUM QUESTION #1

In the last issue of *Impassable*, Douglas Beyerlein's article on, "Tactics: Diplomacy's Forgotten Child," was reprinted with a following Forum Question for our readers to answer: Should or should not gamemasters keep the seasons apart in order to prevent the use of conditional orders based on no retreats or builds? Beyond all expectations, *Impassable* was the recipient of several replies--

From Mark J. Tonnesen:

I feel any player who misses his moves, and does not have general orders on file, deserves what he gets. If a player sends in conditional orders based on the fact that no retreats are ordered by the enemy, and he gains a lot of supply centers, it is what the player who did not send in orders deserved.

If seasons were kept apart by one day, a player would need two sets of general orders. If retreats were given three weeks, it would slow the game down too much.

From Conrad Von Metzke:

On the Big Beyerlein Question, "unfair" is perhaps not the right word to use. "Unfortunate" seems to fit better. I touched on this matter, though in no depth whatever, in an issue of *STAB* some time ago, and concluded then that such plays ought to be militated against.

What you have is an attempt by a Gamesmaster to keep a game moving smoothly, without wasted hiatus, and a player attempting to capitalize on a side-effect thereof. First of all, most GM's will not combine seasons unless the first of them involves a minimal number of actions incidental to the strategy of the moment. That is, if in a given Fall Build season the only construction is to be made well behind the front, why delay the rest of the game three or four weeks just to allow one player (or two, as the case may be) to do something that won't affect the play for several seasons? The logic is unimpeachable, but the effect of the Beyerlein Tactic is that a cog in the works is handily exploited.

As far as using the tactic if the situation arises, I declare flatly that there's absolutely nothing wrong with it. But should the situation be allowed to arise?

I have to answer no, even though I let it come up in my own games. The best solution is the one used by Boardman and others; in cases of retreats or builds of a simple nature, he asks that they be sent in

immediately the prior results are received, and then mails them by postcard or carbon letter to the players. The next moves then run on schedule. How he manages, with 2-week deadlines, is beyond me--but then he doesn't always do it.

With 2-week deadlines, the time element is short enough that seasons can be kept wholly separate with no real loss. With four-week (or greater) deadlines, the Boardman system can be used and still allow plenty of time for the normal schedule to operate. With 3-week, the most common, you're caught in the middle.

So I say that there are two real answers:

1. Keep all seasons irrevocably separate, and just accept the occasional "stallings";
2. Forget the Beyerlein Tactic altogether, since its effective uses come up so infrequently, and just let the occasional uses of it be chalked up to a quirk of the game.

Personally, I prefer the former; as a Gamesmaster, however, I use the latter. There's no logic to this, but that's the way it is.

Impassable--Conrad also wrote what he called the "Von Metzke Counter Gambit to the Beyerlein Tactic" in which he suggested a counter-tactic: "In any applicable situation, with your country having the build to make, and on whose moves conditional submissions are made, send in an order: Build nothing. And then write your own moves on the assumption that your enemy is pulling out all supports to be aggressive (thinking you will not miss a build if you send in the moves), and mash all his units to shreds."

This counter-tactic would be feasible in those situations where you would not need a unit right away. Another tactic which Conrad didn't mention could be used in those circumstances where you have more than one build. You could build just one unit to compromise with your need for units with the desire to smash your second-guessing enemy. It is unlikely that your enemy would go to the trouble of making additional orders to cover those extra choices. Or would he? Maybe he might write orders based upon the fact that you will write orders thinking that he will go all out in attacking you if you miss a build? What have we wrought? It is enough to make one dizzy trying to figure out whether his opponent is employing such a tactic on such an assumption... whew! One can go around in a circle trying to outguess his enemy as to choice of strategy.

(continued next page)

From Rod Walker:

As to the forum, Doug's point on retreats has been known to me for some time. Unlike him, I have not been able to take advantage of it. My feeling is that separate retreat seasons are not worth the extra trouble for the GM unless they are sufficiently complex to justify the extra time. If some player benefits from conditional retreats, that is just one of the breaks. In my own 'zine, at least, there is no excuse whatever for missing a move, so players who do miss deserve what happens to them.

Now, we have some comments from the author--Douglas Beyerlein:

I read your brief analysis of my last tactic. I think that the final argument comes down to the game vs. the player. A game can be ruined by a poor player missing moves. However, a player has certain rights to do what he wants to his country once he has paid the game fee. Removing a player after missing two consecutive moves in a game is used by most gamesmasters to keep a game from degenerating into a one or two-man game. However, as soon as this is the policy used there should be leniency toward players who may only miss once or twice a game and it may be the fault of the postal service. Missing a retreat/build and following Spring or Fall move is missing two turns in a row--a very rough penalty for a possible lapse of memory or poor mail service. Probably the overriding consideration from the gamesmaster point of view is the extra time and expense in running on a five season cycle (Spring, Summer, Fall, Autumn, Winter). Dan Brannan did it in his old WILD 'N WOOLY and I believe Edi Birsan plans to run ARENA that way. Most other gamesmasters probably just don't believe stopping the possible use of conditional orders is worth the trouble (which it may not be). Each gamesmaster will have to weigh the alternatives and decide for himself. Unfortunately there is no easy solution to which procedure to use.

Impassable--Many thanks are extended to all of these writers for a very fine job done. We are hoping that Impassable will continue to receive letters from the readers.

FORUM QUESTION #2

The question for our readers concerns the practice of back-stabbing:

Q. How do you feel about the practice of back-stabbing in order to win a game, or to

finish in a higher position at the end of the game? Take into consideration the other available means for winning a game, and the fact that some people stab all the time, while others form lasting alliances and draw games. How much stabbing is really necessary? All replies will be published in Impassable #4, May 31, 1972. We hope to have some lively discussion on this issue of stabs.

THE SOLUTION TO PUZZLE #3

In issue #2 of Impassable we entered a mathematical problem involving rotten bananas, a burping monkey, and four greedy sailors. Several readers sent in their solutions, but only one got it right. The following, then, is the "easy" solution:

Let N number of bananas each sailor got at last division. Then $4N + 1$ is the number of bananas that the fourth sailor left. Since this is $3/4$ of the bananas left by the third sailor minus 1, then $4/3 (4N + 1) + 1$ equals $(16N + 7)/3$ which is the number of bananas that the third sailor left. But, this is $3/4$ of the rotten bananas left by the second sailor minus 1; thus, $4/3 \times (16N + 7)/3 + 1$ equals $(64N + 37)/9$ which is the number of bananas that the second sailor left. Then, this is $3/4$ of the bananas left by the first sailor minus 1; hence, $4/3 \times (64N + 37)/9 + 1$ equals $(256N + 175)/27$ which is the number of bananas that the first sailor left. Hold on folks, we are getting there! Finally, this is $3/4$ of the original pile of bananas minus 1. Thus, if M is the number of bananas in the original pile, then, M equals $4/3 \times (256N + 175)/27 + 1$ which reduces to $(1024N + 781)/81$ which reduces to $12N + 9 + (52N + 52)/52$.

Now, let R equal $(52N + 52)/81$, then $81R$ equals $52N + 52$, or N equals $(81R - 52)/52$; thus, N equals $R - 1 + 29R/52$. Since N is an integer, R must be a multiple of 52, so we may write R equals $52b$; thus, N equals $(81R - 52)/52$ which equals $(81 \times 52b - 52)/52$ which reduces to $81b - 1$. Substituting $81b - 1$ for N in: M equals $(1024N + 781)/81$, we get, M equals $(1024 \times (81b - 1) + 781)/81$ which then reduces to $1024b - 3$. Thus, there are as many answers as possible integers for "b." If we choose b equals 1, then M equals 1021 bananas, the lowest number of rotten bananas to solve the Stupid Island puzzle.

We hope that you all had fun with this problem. Since the solution is complex, we will let you study it all you want.

The following article by Douglas Beyerlein, "The Name of the Game Is....," is an original being published for the first time anywhere in the world--a world premiere, so to speak, and we are delighted to now present it to our readers:

THE NAME OF THE GAME IS....

by Douglas Beyerlein

People play Postal Diplomacy for many reasons. In order to understand the opposition a player must communicate with the other players in the game. This, in fact, is the one axiom upon which the game of Diplomacy is based--all else in the game is merely a colorful backdrop to keep the players interested in the game. Strategies and tactics are appendages which can be added only after the diplomacy has been conducted. Therefore, diplomatic negotiations are the key to the whole game.

In Postal Diplomacy most negotiations between players are done through the postal service because of the relative inexpense. There are many various techniques and methods of conducting diplomacy through the mail. I will briefly cover a few techniques which I use in corresponding to other players.

1) When the game announcement (Winter 1900) arrives from the gamesmaster immediately (that very day if possible) write to all six other players. Even if you do not plan to ally or are not in the same sphere of influence as another player write to that and all other players. An initial enemy may become a very valuable ally later in the game.

2) Try to correspond with all the other players (friend and enemy) as often as feasible. In your letters discuss things which have nothing to do with the game. Feel out the other players' interests and ideas on various things. Together with the physical events of the game correspondence should give you a mental image of the other players. Using this correctly and with a little psychology negotiations will be a lot more successful and back stabs or double-crosses fewer.

3) If you cannot instantly remember every game you are playing in, all the other players and their countries, the game season, coming deadline, and the positions of all your units then you are playing in too many games. Many players join in a large number of games hoping to at least do well in a few. This, however, is the wrong attitude in playing Diplomacy. To be a good player you must be completely familiar and ready

to act in all of your games. Only then will you be actually competing in the games.

4) Keep in good spirits with the Postal Diplomacy community. Join in Diplomacy related affairs if you think that you will contribute to the good of Postal Diplomacy. This will involve extra work outside of your games, but is an excellent form of good public relations and extra stature. And, above all else, keep out of feuds. You will get more than enough enemies from the games. Extra enemies means extra trouble. And no one ever really wins a feud.

The above four techniques are a few of the ones I use. As any good player knows these techniques are really just good common sense. Good use of diplomatic negotiations is the key to good play of Diplomacy. In other words, Diplomacy is what you make of it.

Impassable--Many thanks are extended to Doug for a very fine article. Knowing that he is a highly rated player, what he says must be true, so I hope the beginners will take his advice to heart and practice them while playing their games.

THE PERILS OF PUBLISHING!

Some of you may have noticed a little excess ink on the last two pages of Impassable #2. What happened was that the yellow paper was warped and caused problems for me while running it through the mimeo. It kept flying all over the place, and would not lay in a neat pile. Then, to make matters worse, the machine broke down while printing the fourth page. The handle would no longer turn the mimeo cylinder! So, about 2 a.m. on that night, I took the machine apart and found that a piece was broken. The broken piece no longer connected the handle with the cylinder shaft. Needless to say, I improvised with a nail, and got the mimeo rolling again to finish the zine. The perils of publishing! Fortunately, I was able to fix it temporarily, and save \$50 on a house visit when I got the \$1 replacement part myself. We publishers have to be masters of all trades: like typing, proof reading, artists, walking encyclopedias, etc.. I was warned about these problems, but I am enjoying every minute of this nerve wracking business. I say, "Phooey to the perils of publishing!"

JOKE: Politics is like milking a cow. A lot can be accomplished with a little pull.

OOPS! I GOOFED IN # 2

Let it be known that I am only human, and subjected to being error prone. The following, then, are the errors uncovered in Impassable #2:

1. In the preference chart for Game 1972Fcy (formerly AF1), I listed the preferences for England as: E,G,G,R,I,A and then T. This is wrong! The English's second choice was France, not Germany. Fortunately, this error does not upset any applecarts, but we will have to try harder to be perfect.

2. In the process of typing the reprint article from Hoosier Archives of "Tactics: Diplomacy's Forgotten Child," I ran two paragraphs together. Thus, the sentence on the ninth line of paragraph two should be the first line of a separate paragraph ending with the last sentence of the second paragraph in my reprint. Another typo error of mine was on page 5, in the last sentence of the carryover paragraph from page 4. It seemed that I overlooked a few words in that last sentence. The entire sentence will now be completely reproduced and uncut: "Even then, a player may not know why his opposition was so successful during his ill-timed absence."

3. In addition, the author, Douglas Beyerlein, has added some more corrections which I received too late for publication changes. To quote from his letter:

"In the paragraph starting with 'Offensive units are...' the last sentence should read: Most likely, any support given will be cut and therefore offensive units should attack enemy positions supported by defensive units. In the next paragraph are the French orders. Add after F Bel (H): A Pic (S) F Bel, then continue with the orders as given. Finally in the very last paragraph it reads in part 'will command great respect' should be changed to 'will command greater respect.'"

Impassable is humbly sorry for the above errors, and special apologies are extended to the author of the reprint. We will continue to fight our errors in an everlasting war for perfection.

DON'T FORGET!

The deadline for Game 1972Fcy's Fall, 1901 moves is May 10, 1972, noon.

The deadline for "old" and "new" retreats for the Orphan Game will be May 10, 1972. The votes will also be due on this date.

PROGRESS REPORT ON
NEW GAMES

For the Beginner Game, #1, we have six players signed and paid. They are:

Matthew Bessen, 16 Mager Avenue,
Liberty, NY 12754

Douglas Hollingsworth, 220 East 54th St.,
New York, NY 10022

Howard Mahler, 7-16 Legget Place,
Whitestone, NY 11357

Bill Placek, 4213 Chester Ave., Apt. 202,
Philadelphia, PA 19104

Mark Thomas, 470 Johnston Drive, Watchung,
NJ 07060

Doug Wiskow, 6941 Donna Ave., Reseda,
CA 91335

Several others have made inquiries, but only the above six have paid. A choice to Mr. Wiskow is being extended to either stay with this group or to change to the second game on the account of the geographical separation between him and the others.

A special edition will go out when the seventh player has been found--probably within a week of this issue. Also, we hope that Mr. Wiskow will reply to his choice. No reply will mean that he is going ahead with this group.

As for other games, things are going pretty slow for Impassable. The game open to experienced players will have to be opened to all in order to get it going.

Other than this, there are still plenty of game positions going begging for people. Come on! Where are those bold diplomats?

IMPASSABLE'S POLICIES

These policies of Impassable have been formulated by the directors (?) of Chapel Hill Publications, the parent organization:

Policy 1--Offer fast and reliable service.

Policy 2--Help the newcomers

Policy 3--Have fun

Policy 4--Build up a good circulation

Policy 5--Don't be dull

Policy 6--Make a million

Policy 7--Give up Policy 6

Policy 8--Don't make any more policies

Whatever the case, Impassable will do its best in publishing a reasonably entertaining gamezine on a reasonably regular schedule. Contributors will be given extra issue(s) for their efforts. Trades will be welcomed upon agreement, and subscribers are needed. Players are demanded to make this zine "go."